

INSTRUCTIONS

INTRODUCTION

International Karate is simulation game where one or two people can compete against each other or play the computer. Depending on your level of skill you will fly around the world to 8 different international locations. You will also have to compete in 2 special rounds dodging various weapons and smashing a stack of tiles with your head. At all stages of the game you will be watched over by a wise old judge who will make decisions and instruct you accordingly. As you fight your way up through the various levels you will be awarded a belt colour, and high achievers can enter their initials into the Hall of Fame. As well as the fights sounds, competitors can listen to the oriental background music.

Players don't have to read all the rules below as they can be learnt very easily just by playing the game straightaway.

GAME CONTROLS

- FUNCTION BUTTON 1** Begin a one player game against the computer.
FUNCTION BUTTON 3 Begin a two player game, with the winner fighting the computer.
FUNCTION BUTTON 5 Disable/enable the sound effects.
FUNCTION BUTTON 7 Disable/enable the background music.

* ??? other keys to perhaps change game speed or maybe ...

Rearmost joystick port = for white jacketed player in one player game.

Frontmost joystick port = for red jacketed player.

JOYSTICKS MOVEMENTS

Only the joystick is used to play the game, the best to use are ones with a firm tactile feel to them such as the original Atari joysticks. The large wobbly ones are less manageable since they move to far and give little feel as to when their switches have made contact.

Auto-fire joysticks are of no use.

Each of the eight positions of the joystick gives a different type of move, and pressing the button gives another eight moves.

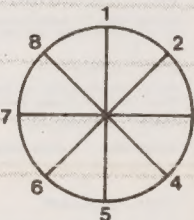
However, some moves end up with your man facing the other direction. When this happens all the move positions will be mirrored from left to right.

CONTROLLING YOUR MAN STELERN IHRES MANNES CONTROLE DU JOUEUR

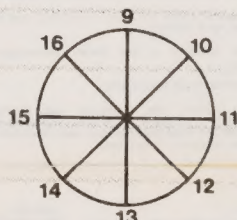
COME CONTROLLARE IL VOSTRO COMPETITORE

Joystick control Joystick Steuerung Commane manche a batal
 Controllo del Joystick Mando por palanca

1. Jump
2. Front lunge punch
3. Walk forward
4. Chest kick
5. Foot sweep
6. Crouch punch
7. Walk backwards
8. Back lunge punch
9. Flying kick
10. Front somersault
11. Front kick
12. Front side kick
13. Back crouch punch
14. Back side kick
15. Roundhouse
16. Back somersault



Without button pressed
 Knopf gedruckt
 Avec le bouton deprime
 Can il pulsante premuto



With button pressed
 Knopf nicht gedruckt
 Sns le bouton adprime
 Sin baton oprimido

HOLDING AND CANCELLING YOUR MOVE

When making an attacking move you must hold the joystick in position until your man has made the attack. If you release the joystick before this happens then your man will return to the standing stance position. However, if you continue holding the joystick your man will stay in the attacking move until you select another move or release the joystick.

QUICK MOVE CHANGES

It is possible to make moves in quick succession without the man pausing in between. This is done by selecting your first move and holding it until the attack has occurred, and then quickly selecting your next move before your man has a chance to return to the standing position. This allows you to do, say, 2 or 3 quick somersaults to get out of trouble.

BLOCKING MOVES

It is possible to block stomach and head attacks made by your opponent. To do this you select the walk backwards move, then if you get attacked at close range your man will go into a block move for the duration of the attack. It is not possible to block shin kicks or footsweeps. The only way of evading them is to jump out of the way, or attack back with a flying kick or whatever.

GAME OBJECT

Whether you have won a 2 player game or have started on a 1 player game you will eventually end up fighting the computer. It is the your task to fight on for as long as possible. As your score builds up you are awarded one of six belt colours, with the highest being BLACK BELT. Then at the end of the game you have the chance of entering your initials, score and belt colour in the Hall of Fame.

ONE PLAYER GAME

To start a one player game you need to press the F1 button. In this game you play the white man fighting the computer controlled red man. The game consists of a cycle of 3 bouts of fighting followed by either a weapons stage or a smashing tiles stage. (The level you are on is shown to the right of the time, in the middle).

BUT the game ends as soon as the computer beats you in a bout.

Each bout lasts 30 seconds, during which you must beat the computer. For each successful hit you make, the judge will decide how good the move was, and award you a half point or a full point. You also get a score depending on the complexity and accuracy of the move.

The first man to score 2 or more whole points within the 30 seconds, wins that bout and receives a score bonus for the remaining time on the clock.

If time runs out the winner of the bout is the person with the most points, or if equal, it is then the person who has scored the most in the round, or if equal, the judge decides on who made the best attempt. If you have not done anything the game will reset to demo mod. The game ends when the computer beats you and if your score is good enough you enter the Hall of Fame.

TWO PLAYER GAME

You select the two player game by pressing the F3 button. In this game mode, you and a friend battle it out over the best of three bouts with the winner going on to fight the computer in a one player game.

The game consists of up to three 60 second fighting bouts with either a Weapons or Tiles stage in between each bout.

The scoring is different to the one player game. Instead you will see a line of 6 white and 6 red points symbols representing a 'TUG-OF-WAR'. Every time someone knocks down their opponent they win a point and the middle of the line moves up one accordingly. Sometimes colours reach their opponents end of the Tug-of-War line before time runs out, then they win that round and get a score bonus.

You also get a score for each hit, but the amount depends on how many seconds from the start it took. The quicker you are the more your score.

There is also another line of 3 blue dots above the Tug-of-War display. This lights up in white or red to show who has won the preceding bouts. The first person to win 2 bouts wins the 2 player game and enters the one player game against the computer. Depending on how big your score is you can enter the one player game up to level 3.

If a player can win 2 bouts in a row they are awarded a 5000 score bonus as well as winning the two player game.

If at the end of a bout both players have equal points on the Tug-of-War display then the scores for that bout are used, and if these are equal a DRAW is declared.

SMASHING TILES STAGE

This is one of the special stages where you can build up your score depending on how quick your reactions are.

On entry to this stage you will see your man standing in front of a stack of 10 grey tiles separated by bricks. The judge will tell you to get ready for his signal to go and then a few seconds later will shout GO. Then as quick as possible, make any move with the joystick and you will smash your head down on to the tiles.

For each tile smashed you get 100 added to your score, and if you break all of them you get a 2000 score bonus.

WEAPONS STAGE

This is another special stage where you must dodge a fixed sequence of stars, spears and swords that cross the screen. As soon as you touches you, you are knocked out. For each weapon dodged you score 100, and score 2000 bonus if you survive the whole stage.

HALL OF FAME

At the end of a one player game your score is high enough, you can enter your initials in the Hall of Fame. The letters are selected by moving the joystick left to right, and are entered by pressing the button.

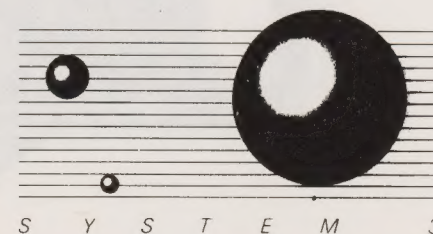
SCORING

When fighting in bouts you are awarded full score for a full point hit, and half the score for a half point hit. The actual score for the various attack moves are as follows:

MOVE	FULL POINT HIT	HALF POINT HIT
FRONT LUNGE PUNCH	800	400
REVERSE LUNGE PUNCH	800	400
FRONT STOMACH PUNCH	800	400
REVERSE STOMACH PUNCH	800	400
FRONT SHIN KICK	200	100
REVERSE SHIN KICK	200	100
FLYING KICK	1000	500
ROUNDHOUSE KICK	1000	500
STOMACH KICK	200	100
FACE KICK	800	400
FOOTSWEEP KICK	400	200

COMING SOON

THE LAST NINJA

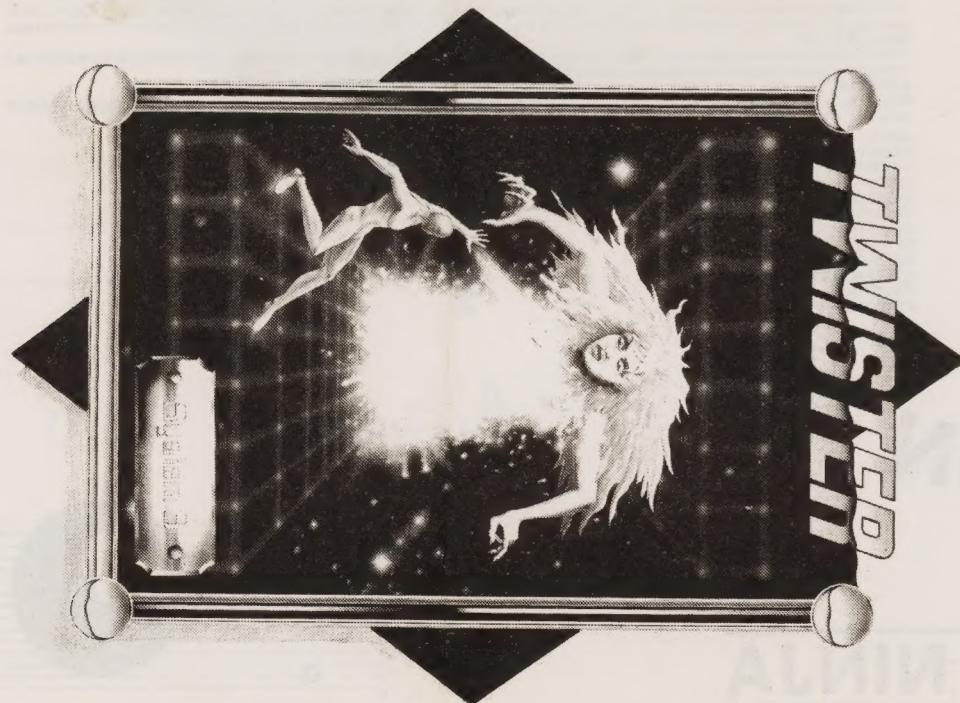
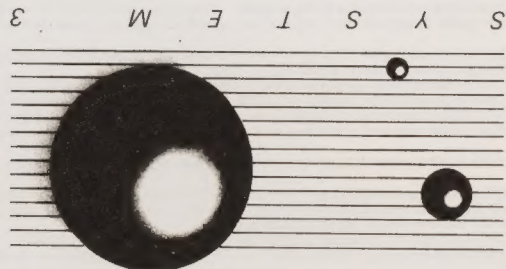


Tel. 01 831 7403 Telex 896691/H675

Davis House 29 Hatton Garden EC1N 8DA

OUR NEW ADDRESS

WE HAVE MOVED



KARATE INTERNATIONAL

Als Karatemeister nehmen Sie in verschiedenen Erdteilen an dem Internationalen Karatewettkampf teil.

SPIELREGELN

KARATE INTERNATIONAL ist eine Simulation des Karatekampfes, der einem echten Wettkampf so ähnlich wie möglich ist. Das Spiel gilt für einen Spieler, der Punkte durch die verschiedenen Schläge erzielt, die er dem Gegner erteilt. Jede Runde dauert höchstens 30 Sekunden. In dieser Zeit müssen Sie versuchen, höchstens 2 Punkte zu erzielen. Je nachdem, wie erfolgreich Ihre Schläge sind, erhalten Sie vom Schiedsrichter einen halben oder ganzen Punkt. Wenn Sie 2 Punkte erhalten, haben Sie die Runde gewonnen.

Die erzielten Punkte erscheinen in einem Kreissystem neben Ihrer Punktzahl, das aufleuchtet und entweder einen halben Punkt oder einen ganzen Punkt darstellt. Der Schiedsrichter gibt das Zeichen für Anfang und Ende und sagt, wieviel Punkte Sie erzielt haben.

Wenn Sie in drei Runden das beste Ergebnis erzielt haben, können Sie auf dem nächsten Erdteil mit dem nächsten Gegner weiterkämpfen. Und zwischen den Reisen zu jedem der Erdteile erscheinen zwei verschiedene Bonusbilder, wo Sie Zusatzpunkte erzielen können.

LADEN DES SPECTRUM MODELLS

LOAD ** eingeben, dann ENTER drücken und PLAY für das Tonband. Wenn sich das Spiel nicht lädt, versuchen, das Volumen zu ändern oder Ersatzkopie auf Seite 2 laden.

LADEN VON MODELL CBM 64

Die Tasten SHIFT/RUNSTOP zusammen drücken. PLAY am Kassettengerät drücken. Jetzt wird das Spiel geladen.

LADEN DES AMSTRAD MODELLS

LOAD ** eingeben, dann ENTER drücken. Dann PLAY am Kassettengerät.

LADEN DES ATARI MODELLS

Das Spiel eignet sich für 48K Mindestspeicher.

ATARI 400 und 800. Computer durch drücken von START und OPTION einschalten. Nach dem Piepton PLAY am Kassettengerät drücken.

ATARI XL. Computer durch drücken von START und OPTION einschalten. Nach dem Piepton PLAY drücken.

Vor Laden der Kassette in alle Geräte sicherstellen, daß das Band zurückgespult ist.

© 1985 SYSTEM THREE SOFTWARE LTD

ACHTUNG: alle Rechte von Produzent und Eigentümer vorbehalten. Unautorisiertes Kopieren, Vermieten, Ausleihen, öffentliche-Aufführung, Radio- und Fernsehsendungen oder Ausstrahlung sind ohne schriftliche Einwilligung von System Three Software Ltd verboten.

- | | |
|----------------------------|----------------------------|
| 1. Springen | 9. Flugtritt |
| 2. Sprungschlag nach vorn | 10. Überschlag nach vorn |
| 3. Vorwärts gehen | 11. Tritt von vorn |
| 4. Brusttritt | 12. Seitentritt von vorn |
| 5. Fußschlag | 13. Dückschlag von hinten |
| 6. Dückschlag | 14. Seitentritt von hinten |
| 7. Rückwärts gehen | 15. Rundhaus |
| 8. Sprungschlag von hinten | 16. Überschlag rückwärts |

INTERNATIONAL KARATE

Pour rester maître du karaté, il vous faut lutter dans divers continents pour remporter le Tournoi International du Karaté.

COMMENT JOUER:

INTERNATIONAL KARATE est une simulation qui se fonde le plus près possible sur un tournoi de karaté. Le jeu: un des joueurs tente de gagner des points en frappant son adversaire de diverses touches. Chaque partie dure un maximum de 30 secondes et durant cette période vous devez essayer d'obtenir un maximum de 2 points. En fonction du degré du succès de chaque touche l'arbitre confère un demi-point ou un point entier. Une fois que deux points ont été gagnés la partie est reportée.

Les points gagnés sont représentés par les cercles à côté de votre score, qui s'illuminent et vous montrent si vous avez gagné un demi-point ou un point entier. L'arbitre vous dira quand il faut commencer et vous arrêter et quels points vous avez gagnés.

Si vous remportez deux des trois parties vous pouvez lutter dans le continent prochain contre l'adversaire suivant. Et entre continents il y a deux écrans spéciaux où vous pouvez gagner des points supplémentaires.

COMMENT CHARGER LA VERSION SPECTRUM

Introduire: LOAD **, ensuite faire ENTER et déprimer PLAY sur l'enregistreur. Si le jeu n'est pas chargé, modifier le volume ou charger la copie de réserve au côté 2.

COMMENT CHARGER LA VERSION CBM 64

Déprimer ensemble les touches SHIFT/RUNSTOP. Déprimer PLAY sur les commandes de cassette. Le jeu se chargera.

COMMENT CHARGER LA VERSION AMSTRAD

Déprimer LOAD ** puis déprimer ENTER. Ensuite, déprimer PLAY sur les commandes de cassette.

COMMENT CHARGER LA VERSION ATARI

Ce jeu fonctionne avec une mémoire de 48K au minimum.

MACHINES ATARI 400 et 800. Brancher l'ordinateur, déprimer START et OPTION: après le "bip", déprimer PLAY sur les commandes de cassette.

MACHINES ATARI XL. Brancher l'ordinateur, déprimer START et OPTION: après le "bip", déprimer PLAY.

Rebobiner la cassette avant de la charger dans une machine quelconque.

© 1985 SYSTEM THREE SOFTWARE LTD

AVERTISSEMENT: Tous les droits du créateur et du propriétaire créations sont réservés. Il est formellement interdit de copier, de prêter, louer, de présenter à la radio ou à la télévision ce produit sans avoir obtenu préalablement le consentement écrit de System Three Software Ltd.

- | | |
|-------------------------------|-----------------------------------|
| 1. Saut | 9. Coup de pied volant |
| 2. Botte avant debout | 10. Culbute avant |
| 3. Pas en avant | 11. Coup de pied avant |
| 4. Coup de pied à la poitrine | 12. Coup de pied avant sur côté |
| 5. Glissade du pied | 13. Botte accroupie arrière |
| 6. Botte accroupie | 14. Coup de pied arrière sur côté |
| 7. Pas en arrière | 15. Pirouette |
| 8. Botte arrière debout | 16. Culbute arrière |

INTERNATIONAL KARATE

Tu objetivo, como maestro de karate, es participar en el Torneo Internac de Karate en todos los continentes.

MODO DE EMPLEO

INTERNATIONAL KARATE es un juego que simula en la forma más parecida posible un torneo de karate. El jugador gana puntos según las diversas maneras en que golpea a su adversario. En cada asalto, que tiene una duración máxima de 30 segundos, debes tratar de conseguir 2 puntos como máximo. Dependiendo de lo acertado que ha sido un golpe, el juez adjudicará, o medio punto, o un punto entero. Si consigues dos puntos, has ganado ese asalto.

Los puntos conseguidos se representan por medio de una serie de círculos dispuestos al lado de tu tanteo, que se iluminan para indicar medio punto, un punto entero, según el caso. El juez te dirá cuándo empezar, cuándo parar y qué puntuación has conseguido.

Si ganas 2 de los 3 asaltos, podrás dirigirte al siguiente continente enfrentarte a otro adversario. De camino entre continentes hay dos "pantallas de iniciativa" en las que podrás conseguir puntos extras.

CARGA: versión SPECTRUM

Oprimir LOAD **. Luego pulsar ENTER y pulsar PLAY en el magnetófono, no se carga el juego, trata de modificar el volumen, o carga la copia auxiliar en la cara 2.

CARGA: versión CBM 64

Oprimir simultáneamente las teclas SHIFT y RUNSTOP. Pulsar PLAY en la platina cassette: El juego quedará cargado.

CARGA: versión AMSTRAD

Oprimir LOAD ** y pulsar ENTER. Luego pulsar PLAY en la platina cassette

CARGA: versión ATARI

Este juego funcionará con memoria 48K como mínimo.

ATARI - máquinas 400 y 800. Conectar el computador, oprimiendo START OPTION; después de oírse el "bip", oprimir PLAY en la platina cassette.

ATARI - máquinas XL. Conectar el computador, oprimiendo START OPTION; después de oírse el "bip", oprimir PLAY.

Antes de cargar el cassette en cualquier máquina, asegúrate que es totalmente rebobinado.

© 1985 SYSTEM THREE SOFTWARE LTD

ADVERTENCIA: Quedan reservados todos los derechos del autor y del propietario de la obra producida. Se prohíbe toda reproducción, alquiler, préstamo, representación en público, emisión o difusión radiofónica, televisiva, sin el previo consentimiento por escrito de System Three Software Ltd.

- | | |
|-------------------------------------|----------------------------------|
| 1. Salto | 9. Patada voladora |
| 2. Golpe-arremetida hacia el frente | 10. Salto mortal hacia el frente |
| 3. Avance | 11. Patada de frente |
| 4. Patada de pecho | 12. Patada lateral de frente |
| 5. Giro hacia el frente | 13. Golpe agachado hacia atrás |
| 6. Golpe agachado | 14. Patada lateral hacia atrás |
| 7. Retroceso | 15. Patada de gancho |
| 8. Golpe-arremetida hacia atrás | 16. Salto mortal hacia atrás |

KARATE INTERNAZIONALE

Il vostro compito di maestro di karaté è quello di combattere in diversi continenti per il Torneo Internazionale di Karaté.

COME GIOCARE

Il KARATE INTERNAZIONALE è un karaté simulato simile, per molti aspetti, ad un vero torneo di karaté. Il giocatore accumula punti sulla base delle diverse tecniche usate per colpire l'avversario. La durata massima di ogni round è di 30 secondi durante i quali dovete cercare di guadagnare 2 punti. Il giudice di gara vi assegnerà mezzo punto o un punto intero secondo il grado di efficacia del colpo. Aggudicatevi 2 punti e avete vinto il round.

I punti fatti sono rappresentati da cerchi posti vicini al vostro punteggio. L'accensione dei cerchi rappresenta o mezzo punto o un punto intero. Il giudice vi dirà quando dovete iniziare o fermarvi e quali punti avete accumulato.

Se vincete due round su tre, allora potete passare al successivo continente e affrontare un nuovo avversario. E passando da un continente all'altro, potete concorrere all'assegnazione degli abbuoni previsti dai due appositi schermi.

CARICAMENTO DELLA VERSIONE SPECTRUM

Battete LOAD ** e quindi premete ENTER e PLAY sul registratore a nastro. Se il gioco non viene caricato, provate ad alterare il volume o caricate la copia di riserva nel lato 2.